

## MATH FACTS BEST PRACTICES

### HOW TO USE FLASH CARDS (addition, subtraction, multiplication, or division):

#### DETERMINE WHAT YOUR CHILD ALREADY KNOWS:

1. Hold the card without the answer showing.
2. Count to 3 in your head (one thousand one, one thousand two, one thousand three).
3. If your child gets the answer correct by the time you get to 3, child gets the card. If incorrect or can't produce an answer by 3, you get the card.
4. Use the cards you collected to practice unknown facts.

#### MASTERING THE UNKNOWN:

1. Choose 3 missed facts to target.
2. Hold the card with answer SHOWING towards your child.
3. Have your child say the fact with the answer ("three times eight equals twenty-four"); do this 3 times for that fact.
4. Show the card without the answer showing and child answers by the count of 3.
5. Do steps 2, 3, and 4 for each of the 3 missed facts.
6. Mix the 3 facts and flash the cards without the answers showing, to a count of 3.
7. Child gets the card if correct; you keep the card if incorrect.
8. Work daily on missed facts, no more than 3 at a time, until all facts are mastered.

**VISUALIZE THE FACTS:** Research has shown that when students see a fact with the answer, the brain 'takes a picture' of the fact. Some students benefit from the facts being displayed with the answers showing. You might consider taping facts to the ceiling above your child's bed, on the closet door, on the wall beside your child's bed, etc.

### ACTIVITIES FOR FACT PRACTICE

The following activities use common items found in most homes. They require a short amount of time, but can help your child master facts in a fun way. Activities can be done with a parent, older sibling, or a friend.

**DICE** –can use regular dice for numbers 1-6; can make dice for numbers 7-9 by using masking tape or sticky circles. Kids LOVE to roll dice!

#### Addition

1. Roll 2 dice; add the numbers; record as the player's score. If the correct sum is not given, no score is recorded. Players must add the numbers, not count the dots. Before beginning, determine a number of rolls or a score for winning the game. One guideline is 10 rolls per player; highest score wins.
2. Roll 3 or more dice; add the numbers; same as above.

3. **Subtraction**-Can be done the same as for addition, just subtract the numbers instead of adding. You would only use two dice for subtraction.

**Multiplication**-Same as for addition; multiply the numbers instead of adding.

#### **DECK OF CARDS**

1. Decide if you will be adding, subtracting, or multiplying.
2. Take out the Jacks, Queens, Kings, and Jokers.
3. The Ace will equal 1; 2-10 will equal their face value.
4. Divide the cards in half.
5. Each person turns over a card at the same time.
6. The first player who says the correct answer, gets both cards.
7. Winner is the player who collects the most cards after all cards are used.

**DOMINOES**-Use in the same manner as a deck of cards. Use a full set of dominoes and follow steps 4-7 above. The double blank counts as a zero.